

CFG Ninja

Certificate of SAFU



This certificate is awarded to

Cavatar

Contract

0x116204bA071bB5C8b203e2A5f903f557b54eF577

Block

28536486

Contract meets all the requirements listed on
Pinksale Documentation for SAFU contracts



Saul Pink

Head of Pinksale



Bladepool

Head of CFG Ninja

SAFU CRITERIA

The Project Owners of Cavatar doesn't have any privilege on the contract

SAFU developer must control unlocked tokens.

Owner can not be able to set max transaction limit lower than 0.1% of circulating supply.

Owner can not be able to mint new tokens..

Auto liquidity should go to an unreachable address.

Owner can not be able to pause trading.

Owner can not be able to set fees higher than 25%



SAFU CRITERIA

Anything that can be changed by the owner can not limit or stop trading for the investors. (Anti-bot without time limit, Transaction time lock without limit, sell limit based on holder balance, etc.)

No unlocked tokens in first 30 days from listing.

Liquidity lockup time shouldn't be less than 365 day.

Owner can not be able to block accounts from trading. (Blacklist etc.).

Owner can not be able to claim the contract's balance of its own token.



SAFU CRITERIA

Contract should not malfunction in any circumstances.

Burns should be automated.

Any transactions should not fail due to any type of mathematical error.

Swap settings and parameters should always be in a safe range.

BNB transfers from the contract should not revert in any circumstances.

Liquidity percent 60% .



DISCLAIMER

Contract adheres all the requirements listed on Pinksale
Documentation for SAFU contracts.

This document has been issued for the following Cavatar project with the token address
"0x116204bA071bB5C8b203e2A5f903f557b54eF577" and does not
contain any investment advice.

You can find more information about Safu Badge and all the criteria in this contract
here: <https://docs.pinksale.finance/important/safu-contract>.

Contact Us for SAFU Development

<https://cavatar.io/>
<https://t.me/CavatarGlobal>

May 27, 2023

